Club Nintendo®

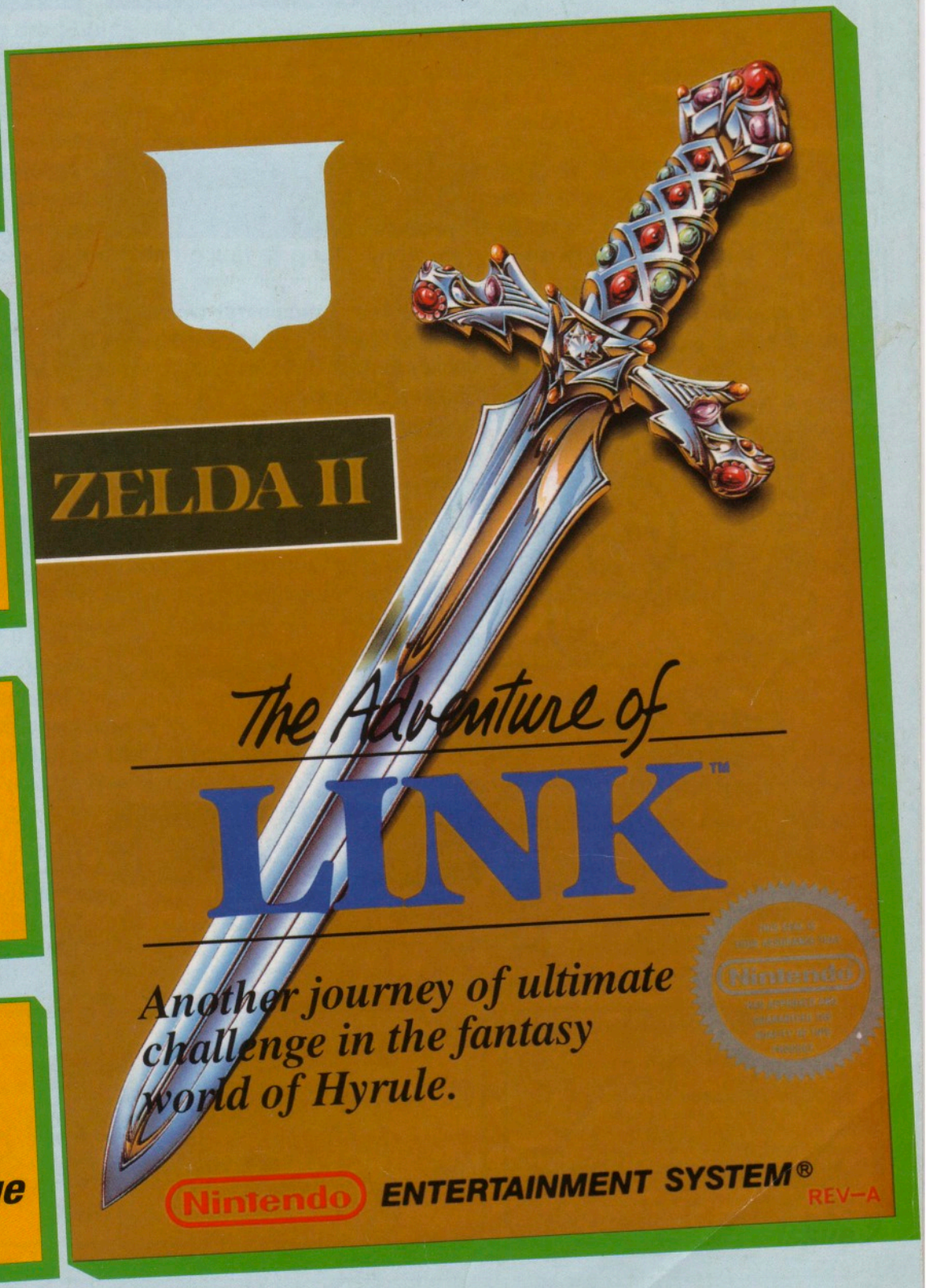
Volume 2 - 1990 Issue 2

ZELDA II
It's here!

TIPS & TRICKS
Robowarrior secrets revealed

SNEAK PEEKS
More exciting future releases!

PLUS
Find out all about the NES Max and the NES Advantage inside!!



Check It Out!

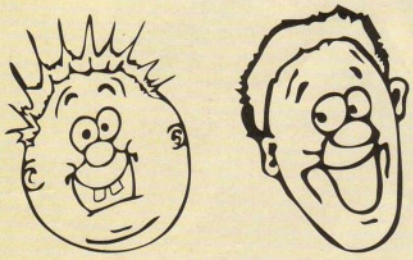
Here you'll find a list of games that are currently available for your NINTENDO ENTERTAINMENT SYSTEM.

ADVENTURE SERIES

- Goonies II™
- Kid Icarus™
- Legend of Zelda™
- Mega Man™
- Metal Gear™
- Metroid™
- Robo Warrior™
- Super Mario Bros.™
- Super Mario Bros. 2™

ACTION SERIES

- Balloon Fight™
- Clu Clu Land™
- Cobra Triangle™
- Ice Climber™
- Kung Fu™
- Pinball™
- Tiger Heli™
- Urban Champion™
- Wizards & Warriors™



LIGHT GUN SERIES

- Duck Hunt™
- Gumshoe®
- Hogan's Alley™
- To the Earth™
- Wild Gunman™

PROGRAMMABLE SERIES

- Excitebike™
- Mach Rider™
- Wrecking Crew™

ARCADE SERIES

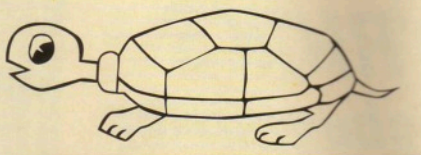
- Castlevania™
- Donkey Kong™
- Donkey Kong Jr™
- Donkey Kong 3™
- Ghosts & Goblins™
- Gradius™
- Gunsmoke™
- Ikari Warriors™
- Life Force™
- Mario Bros.™
- Popeye™
- Rush 'N Attack™
- Section Z™
- Top Gun™
- Trojan™
- Xevious™

ROBOT SERIES

- Gyromite™
- Stack-up™

SPORT SERIES

- Baseball
- Double Dribble™
- Golf
- Mike Tyson's Punch-Out!!™
- Pro Wrestling™
- Rad Racer™
- R.C. Pro-Am™
- Soccer
- Tennis
- Track & Field II™
- 10-Yard Fight ™(American Football)



COMING SOON

Zelda II -The Adventure of Link	March
Rygar™	April
Simon's Quest	April
Solomon's Key™	April
Airwolf	May
Batman	Summer
Double Dragon II	Summer
Fester's Quest	Summer
Skate or Die	Summer
Teenage Mutant Hero Turtles	Summer
Tetris	Summer

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SUPER MARIO SAYS

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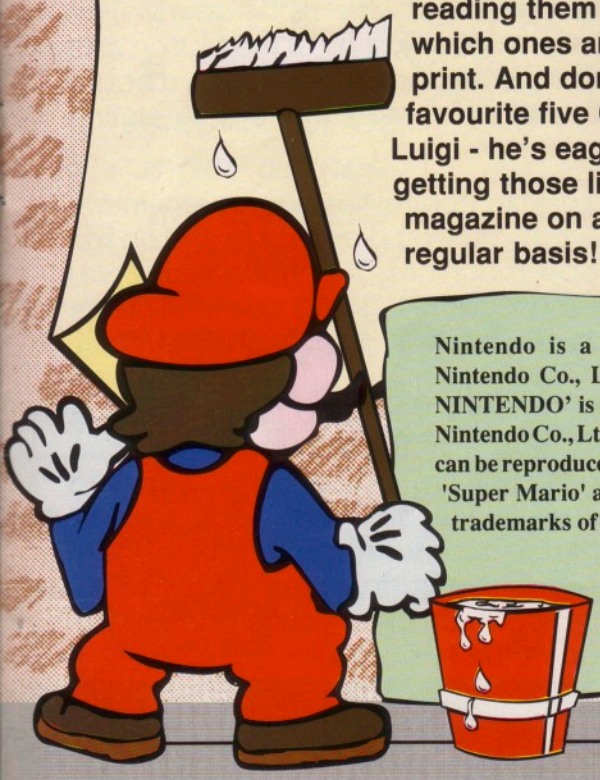
We have been absolutely snowed under with new and future releases lately, and, what with all of my commitments to *Club Nintendo*, I have had to drag Luigi away from compiling your top five lists and get him to evaluate some of the Game Paks. We have both managed to come to the same conclusion too - NES owners are in for a real treat in the near future! New games include something for everyone, such as the eagerly awaited "Zelda II - The Adventure Of Link" and "Rygar" , while future games, some of which are previewed in this issue, will add even more strength to Nintendo's library of titles. Games that are for release later this year are looking just as good - more details are in the next issue!

To compliment these top quality games, we have come up with two new controllers - the NES Max and the NES Advantage. They add a new dimension to the world of Nintendo Power Playing, allowing faster action and more responsive game play than ever before!

Another new accessory is the Acclaim Remote Controller. This allows you to play without the restriction of a wire, as the movements made on the control pad are fed into the NES through an infra-red beam. It proves to be just as responsive as any other controller, and there are also many other features included to add to your enjoyment.

A new European company who will soon be producing games for the NES is Ocean Software. Ocean is reknowned for producing top quality games, so we're waiting with baited breath to see their new releases for the Nintendo Entertainment System!

Do keep those letters coming in, as we enjoy reading them and deciding which ones are the best to print. And don't forget those favourite five Game Paks for Luigi - he's eager to start getting those lists into the magazine on a regular basis!



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JOYSTICKS

POWER AT YOUR FINGERTIPS...

As we all know, the NES is the best selling video game system in the world, with millions of Nintendo owners everywhere enjoying the most exciting games that money can buy. Surely, then, the number one console deserves the best controllers to play the games with? With that in mind, Nintendo now have two new controllers available which bring out the best of both the game and the user!!

THE NES ADVANTAGE FEATURES:

- ✷ Slow Motion
- ✷ SELECT, START, A, B buttons
- ✷ Traditional 'stick' controller
- ✷ Turbo fire with varying speed

The NES Advantage appeared late last year, and was met with favoured response by those lucky enough to receive one at Christmas. It's very sturdily built, and has a host of new features, not least of which is the Slow Motion facility. If you're finding that your game is getting a little too hectic, then just press the button and play at a much slower speed. This feature only works properly on games that already have a pause facility - check out the chart on the left for an idea of what performs well with the Slow Motion button.

The Advantage also uses a conventional 'stick' instead of a pad to control the game, very much like what you would expect to find on the arcade machines. This works really well with most games, giving quick response and easy access to any of eight directions.

Finally, there's the Turbo buttons. By just pressing one of these buttons, you can have rapid fire capabilities, allowing continuous fire on your space ship, or record breaking runs for your athlete. There are two further buttons near the top of the controller which allow you to change the speed of the turbo fire.

TOP ADVANTAGE GAMES †

Here's a list of games that suit the Advantage perfectly....

1 Track & Field II
2 Super Mario Bros. 2
3 Section Z
4 Castlevania
5 Wizards & Warriors

THE NES MAX FEATURES:

- ✷ 360 degrees swivelling Cycloid control button
- ✷ START, SELECT, A, B buttons
- ✷ Turbo fire buttons

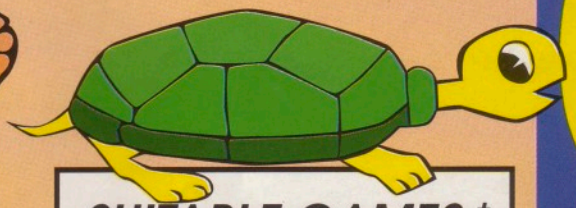
Experience a new style of control with the innovative Cycloid control button, found on the NES Max. Unlike the normal Nintendo controllers or the NES Advantage, the Cycloid swivels through a full 360 degrees, which lets you get any angle you want with great ease. Those who enjoy using the normal controllers should pick up the basics of the Cycloid with very little trouble, and they'll soon discover that it's more responsive than anything that they have ever used before!

TOP MAX GAMES †

The following games are even better when used with the MAX....

1 Life Force
2 Gunsmoke
3 Cobra Triangle
4 R.C. Pro-Am
5 Track & Field II

Although the NES Max doesn't feature a controllable turbo, the rapid fire is easy to use and just as effective as on the Advantage. Couple this with the other features, and take into consideration the high-tech look and comfortable styling, and you're left with one mean controller!



† This is just a selection of the many games that use these facilities.

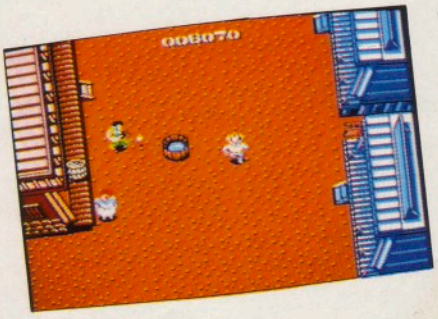
SUITABLE GAMES † FOR THE SLOW MOTION FEATURE

1 Gunsmoke
2 Section Z
3 Life Force
4 Gradius
5 Ikari Warriors

TURBO GAMES †

You'll find the turbo pretty handy on these games....

1 Track & Field II
2 Gunsmoke
3 Section Z
4 Life Force
5 Tiger Heli



NES - The best you can get!

LEE TREVINO'S Fighting Golf

Prepare yourself to take on the greatest video game golfers ever, on some of the finest courses in the world. Be amazed at Jumbo's raw power, marvel at Chosuke's superb putting, but don't be too overawed - you are going to need to be on top of your own game if you are to match your opponents' expertise!

Meet The Golfers...

Super Mex

As this is Lee Trevino's game, he's naturally good at just about everything - also, Super Mex just happens to be the toughest opponent!

Pretty Amy

Amy is still a bit of a novice compared to the others, so her swing speed is slow and her stroke is less powerful. However, she's not just a pretty face - she has remarkable control over her shot, and her aiming is pretty cool too.

Big Jumbo

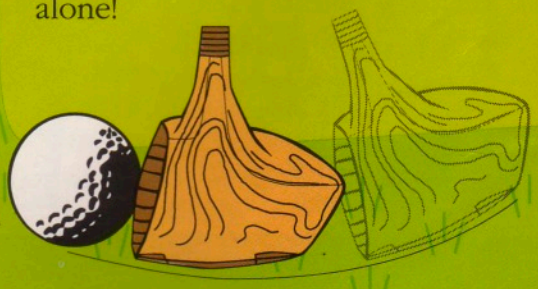
This guy's only handicap is his lack of self-discipline over the power of his shot - Jumbo likes nothing better then to really whack the ball! You'll need to be quite good if you are to use Jumbo as your golfer.

Miracle Chosuke

The man from Japan hasn't got quite as much power as Trevino, but his accuracy and putting are unequalled. His miracle shots could have you believing that he controls the ball by willpower alone!

Selecting Your Game

Before selecting your character, you will need to choose which type of game and which of the courses you are going to play on. You're allowed to practise your T-shot, which we fully recommend, or take part in a 18 hole stroke match against up to four players. However, the best one is the Nassau game, which lets you select any nine holes from the two courses, and then compete on a points system.



Playing a Round Of Fighting Golf

The crowd remains quiet as Trevino and Amy study the first hole. Rough ground, a few bunkers and a fairway that stretches out of sight makes up the majority of the course, and, although the two golfers aren't compelled to memorise the layout, they have already planned which shots to play, and with which clubs.

Trevino plays the first shot - he checks the wind, which is as still as the crowd (!!!), then places the ball, and takes the 1 wood. He swings the club back (tap the A button), and then hits it will full force (stop the pointer at the left edge of the bar), straight ahead (stop the pointer at the arrow). The crowd claps in appreciation as Trevino clears the first bunker, right in to the very centre of the fairway.

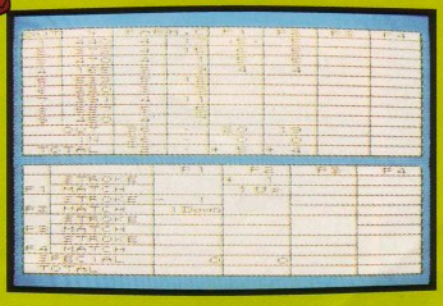
Amy plays a rather different shot to her opponent, by curving the ball on to the fairway (press the A button after selecting the strength of the shot either before or after the arrow, depending on which way you wish the ball to curve). Both Trevino and Amy manage to make it to the green with their next shot.

The Mini-Competitions

In the Nassau game, you can gain more points by winning the two mini-competitions, or by getting an elusive hole-in-one. You'll need to practise quite a bit to be able to win the 'Nearest The Pin' contest, although the 'Furthest Shot' is a touch more pre-empted by the ability of the individual golfer.

By now, Trevino has to face a slight wind, along with a bit of a hill. He aims a little to the left of the pin, figuring that the wind and curve on the green will carry the ball back in to the hole. The shot is good, and, as Trevino originally thought, the ball is swept in to the hole. He salutes his birdie with a dramatic punch to the air, and walks off to the next fairway.

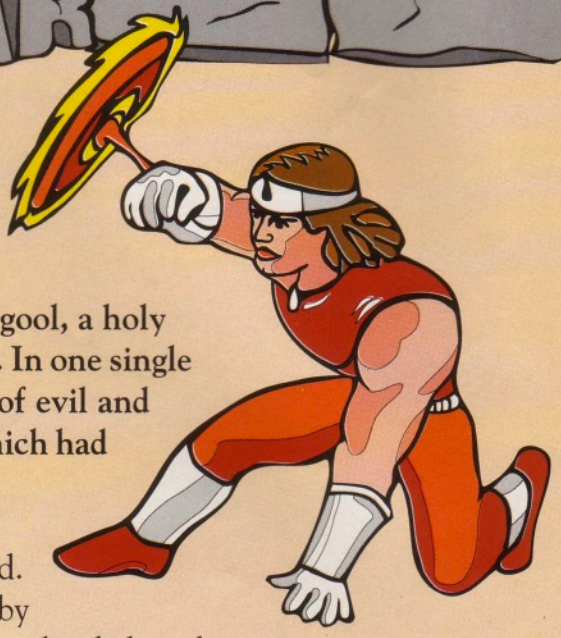
Amy's shot isn't quite as good - she over-estimated the amount of strength needed on her shot, and the hill carried her ball away from the hole. However, her fourth shot is fine, and scores her a par. Not too disheartened, she too heads off towards the second hole.



The Scorecard

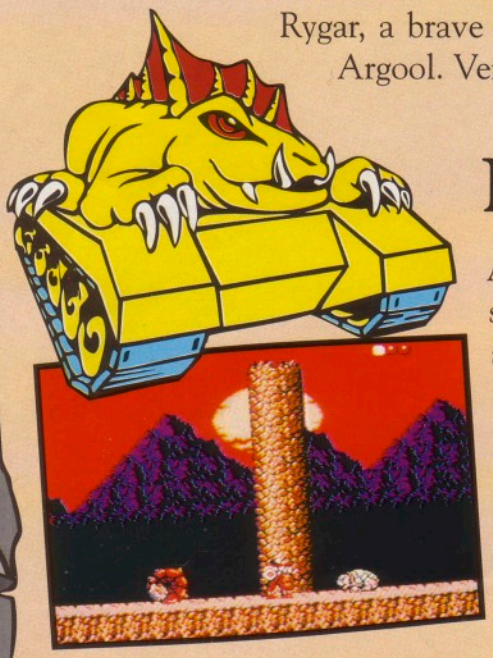
You can check the current state of affairs by pressing the **START** button during the game, and looking at the scorecard. The number of strokes played is displayed at the top, while the point allocation for the Nassau game is shown at the bottom.

RYGAR - LEGENDARY WARRIOR OF OLD



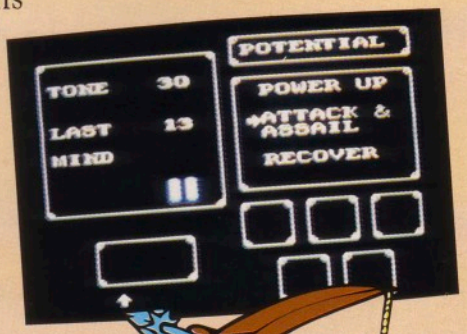
The cruel King Ligar has attacked the peaceful land of Argool, a holy place created by the Indora Gods, and thrown it into chaos. In one single day they had managed to change Argool in to a kingdom of evil and terror, and they had even removed the 'Door Of Peace', which had symbolised the peace that the Indora Gods had created.

The people of Argool faced desperate and hopeless days ahead. Their prayers for everlasting peace vanished, to be replaced by cries for salvation. Unbeknown to them, these cries were so loud that they reached the distant land of Algosu - and, finally, they were answered in the form of Rygar, a brave warrior who had risen from the dead to bring peace back to Argool. Venture forth with Rygar, and help him fight the forces of evil!



POWERS OF THE GODS

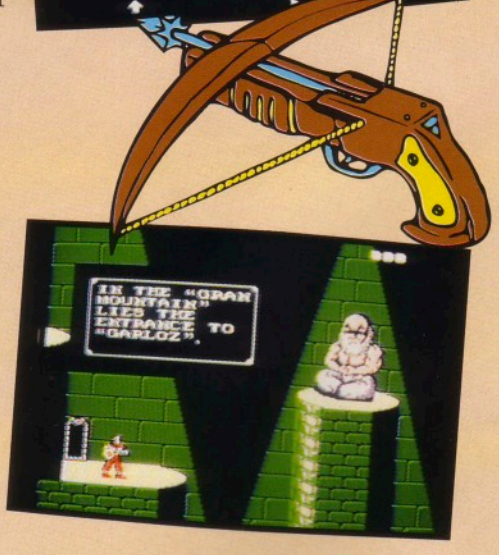
As Rygar was resurrected by the Indora Gods, it comes as no surprise that his powers were also granted by the Gods. His agility and speed with the 'Diskarmer' weapon is rivalled by few mortals, and he is able to run at fast speeds without tiring. Rygar also has the ability to cast one of three spells, which allow him to extend the reach of his grappling rope, have greater attacking power, or recover lost energy.



To activate one of these powers, you need to collect mind capsules, and then select it on the sub-screen. This screen will also display the items that you have found, along with your current 'tone' (strength).

THE INDORA GODS

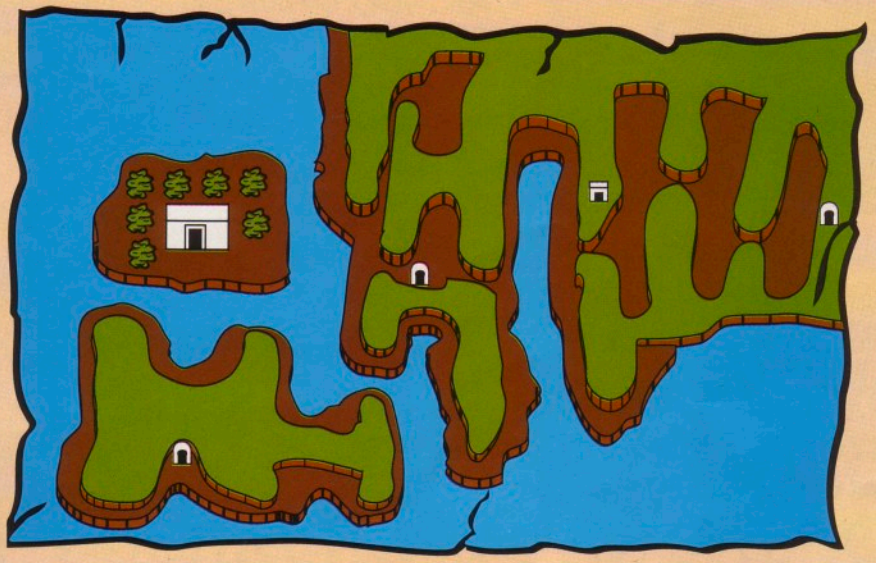
There are five Indora Gods in the game, each of which give you a different item. Each item helps you reach a different stage - for example, you cannot reach the Tower of Garba without the crossbow, and you will need to have the wind pulley to get to the Palace of Dorago.



There are numerous other Gods in the game who will also give you help and advice. Note down all that they say - they hold some valuable information!

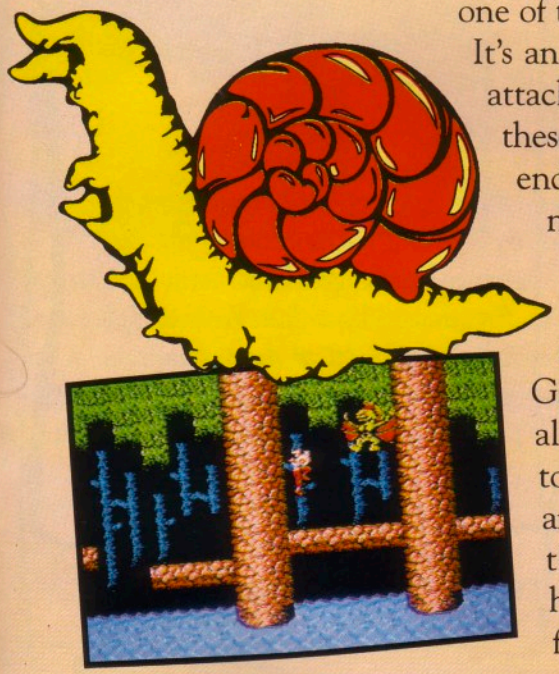
THE JOURNEY THROUGH GARLOZ

Garloz is a large land inside of Argool, which holds many dark and terrible secrets. To reach it, you must first battle your way through Gran Mountain and find the door leading to Garloz. Maybe one of the Gods can help...?



Once you're in Garloz, you must overcome four different regions, quashing the King's army as you go. Some of these regions hold an important item that has to be collected if you are to continue your quest.

At the end of each region, you will come face to face with one of the King's rather fierce pets. It's an idea to use your 'assail and attack' power against each one of these monsters, otherwise you may end up as a snack before its next meal!



Once you have got past the many traps and pitfalls of Garloz, and you have collected all of the weapons, you have to head back to Gran Mountain and the Tower of Garba, where the Flute Of Pegasus is hidden. You will need the flute to enter the final part of the game.

THE FINAL CONFLICT

Something even more terrifying awaits Rygar at the end of the game. He will have to call on all of his powers and experience to overcome the final guardian, and bring peace back to Argool. Can he succeed? Only with your help - but you'd better be good!

ZELDA II

The Adventure of LINK

THE LEGEND CO

Ever since the epic battle with Ganon, has been thrown into complete disarra to wake Princess Zelda, who is kept in strong magical spell, who would be able back to order and the peaceful way of lif before the arrival of Ganon.

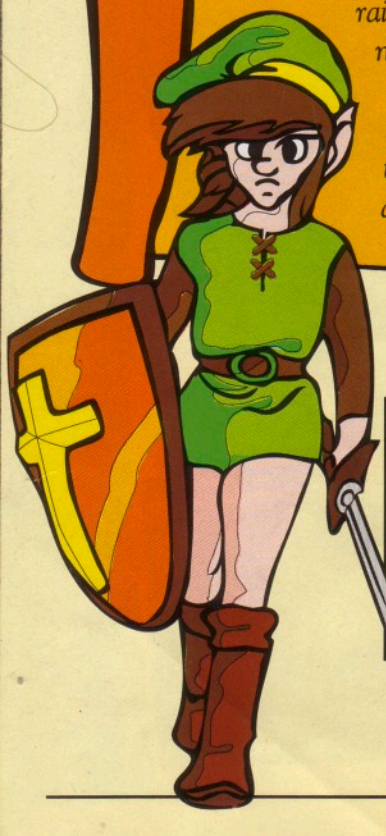
The former hero of Hyrule, Link, is chosen by fate to help the land that he would fight and die for. He needs to return six precious crystals to their origins in six stone statues, which are hidden deep within great palaces. If he is able to do that, then he can enter the seventh and final palace and fight the creature who cast the spell over the princess.

Who is that creature? Will Link be able to meet the challenge for a second time? Ganon's influence is still strong, and many of the creatures believe that, someday, he will return. It's one of the toughest challenges around - dare you take part in the ***"Adventure Of Link"****?*

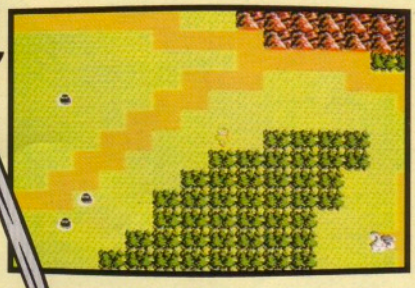
A HERO'S WELCOME

*Link's grown up a lot since he took on Ganon in the "**Legend Of Zelda".** He's taller, stronger and smarter than before, and he's just itching to get out there and save the Princess. This time, though, he hasn't got to rely solely on his sword - he now has the ability to cast spells. However, he will need to search hard for people to teach him the spells, and he will also have to build up his magical strength so that he can cast them!*

Another new part of this older Link is the experience factor. There are three different attributes - fighting, life and magic - and, when you earn enough experience (which you do by defeating the monsters), you can raise the level of one of the attributes. The amount of experience needed gets larger with each new level, eventually reaching over 4000 for level 8. The effect that each attribute has is varied - for example, the better your fighting is, then the more damage you inflict; the higher your life rating, then the less damage the monsters will cause; and the better your magic attribute, then the less power it takes to cast spells. Obviously, it's a good idea to build your levels up as quickly as possible!



THE GAME SCREENS



The Overworld View

There are two major screens used in the "Adventure of Link". The first is the Overworld sequence, which allows you to explore Hyrule. As soon as you encounter a wandering monster, or you enter a town or palace, the Action screen will appear, which lets you speak to villagers, fight creatures and discover new and important items.

The Action S

NTINUES

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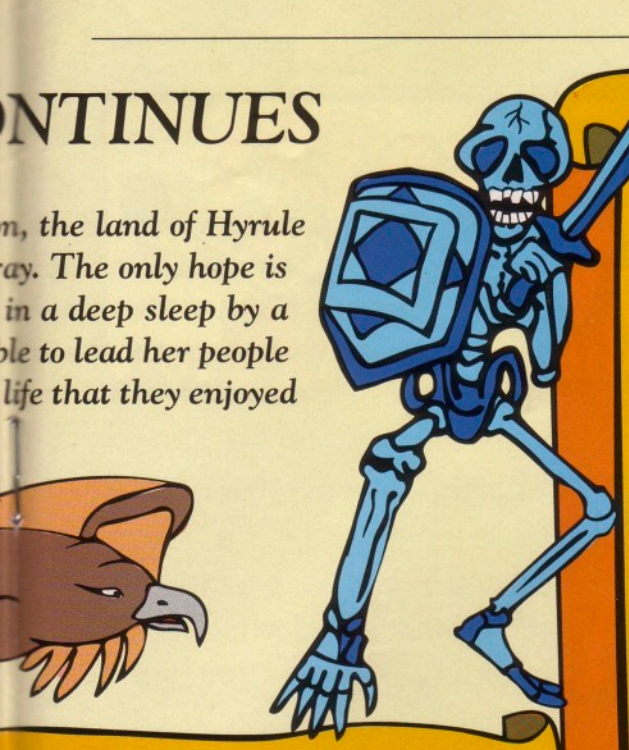
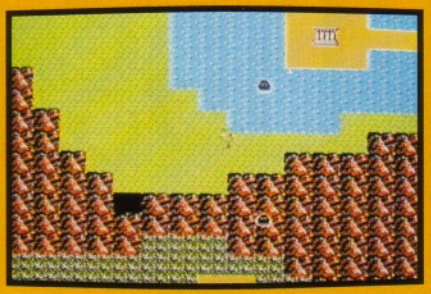
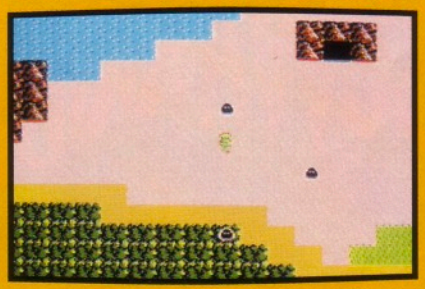


EXPLORING HYRULE

Hyrule is rather larger than even Link anticipated. The whole land is littered with woodland, caves, villages, rivers and marshlands. Link will certainly have to use a map if he is to reach his destination.





There's no doubting that there is a lot of exploring to be done in the "Adventure Of Link". There are a number of caves to go through to reach different parts of the land, so be prepared for a tough fight.

THE VILLAGES

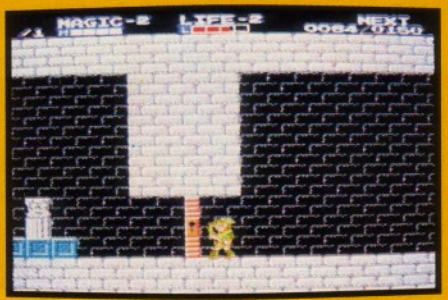
Most of the villages have friendly people who are eager to talk and offer advice. Some will even restore lost energy and magical power.

Occasionally, you will meet a villager who is in need of your help. You will be presented with a mini-quest, which, if successfully completed, will give you the chance to acquire new spells or fighting skills.

Other problems will also be faced in the village, which you will need to overcome either by force or by intelligence.

SEARCHING THE PALACES

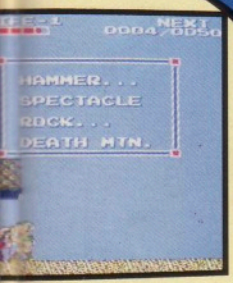
The main part of the game is returning the stones to their rightful statues, so you will quickly have to learn the layout of each new palace. Each one is made up of a number of screens, including locked doors, lava pits, and a number of evil creatures. You need to find your way through to the guardian of the statue and defeat him so that you can return the stone. Normally there's also a pretty important item to be found in the palaces. Again, you need to map your way to the item before leaving the palace.



"The Adventure Of Link" is a classic Game Pak, one which we've only ever so slightly looked at in this review. The game is so huge, it's unbelievable, and the action so atmospheric that you'll really be drawn into it.

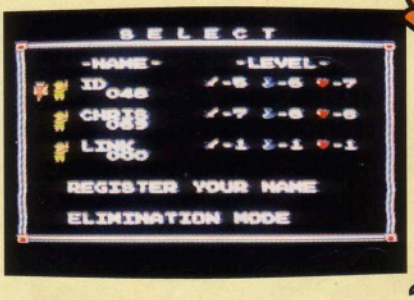
Whatever you do, don't miss this one!!

n Screen

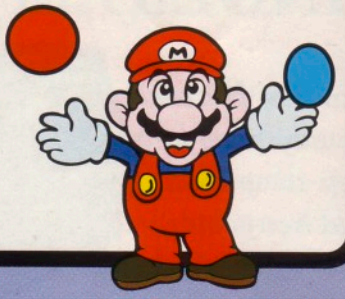


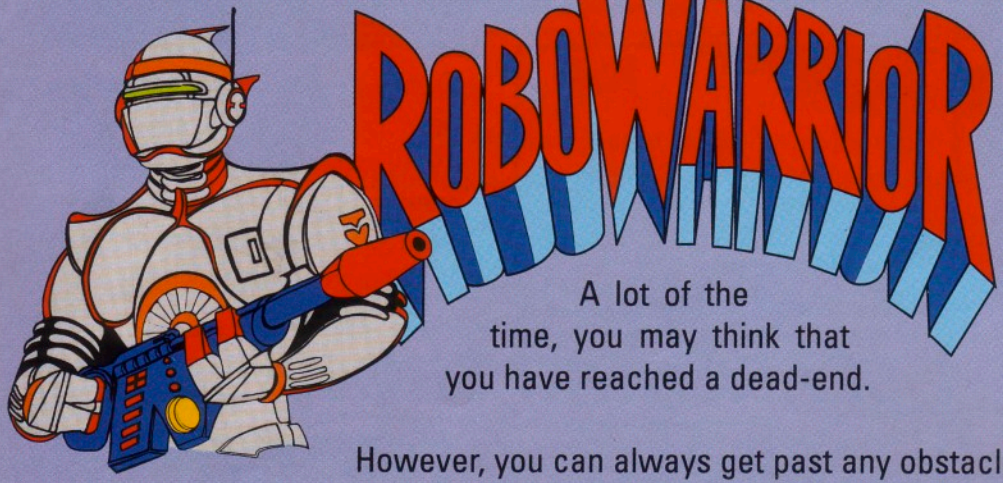
SAVING THE GAME

"The Adventure Of Link" holds your game in memory courtesy of a battery installed in the game. There's no need to start empty handed in this game!



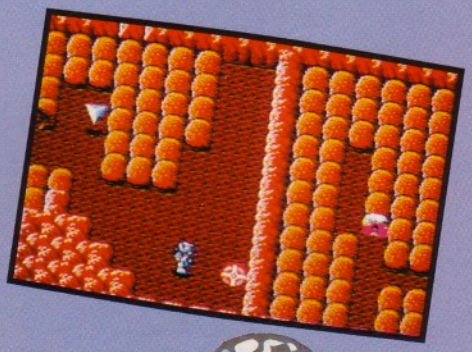
Tips & Tricks





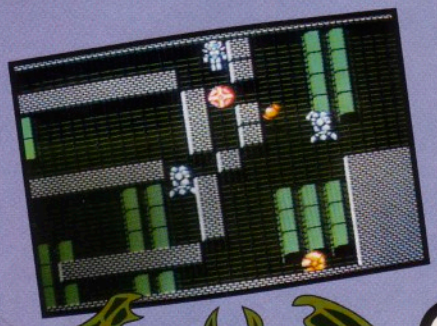
Although "Robowarrior" is still quite a new game, it's already proved to be very popular with NES owners. And when you get a popular game, you get a demand for tips....

A lot of the time, you may think that you have reached a dead-end.



However, you can always get past any obstacle, and, on the first four levels at least, there's no right or wrong route.

The first major obstacle that you come to is the wall on stage 2-1. To get past it, you need to bomb the second to bottom block three times (see the photo opposite). You will then continue on to the end of the level.



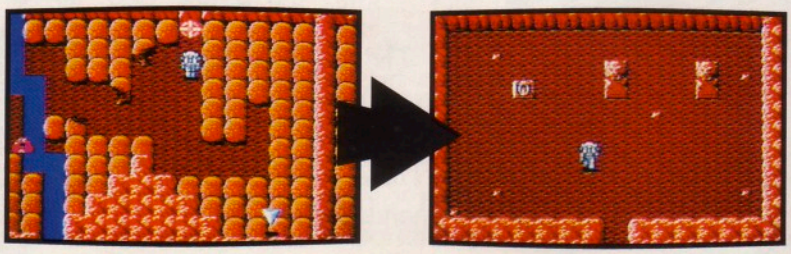
Another part of the game where you may experience problems is on level 2-2. If you come to a five block wall at the top of the screen, you will need to bomb the third block down a number of times to create a passage through the wall.

SECRET ROOMS

Nearly all of the levels after the first contain some sort of secret room. Learn to recognise them so that you don't miss out on any valuable items.

FINDING THE LAMP

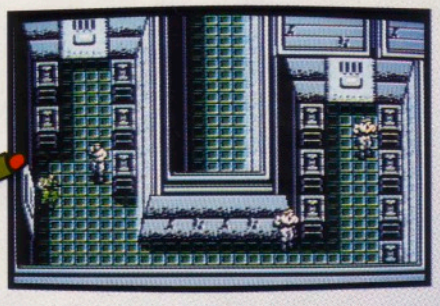
As some levels thrust you into compete darkness, you will find that the lamp is an essential item. It's hidden in a secret room near the big wall of level 2-1 - check the picture for the position. Enter the room, and bomb the three statues to discover the lamp.



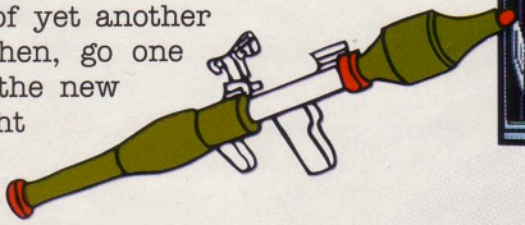
METAL GEAR

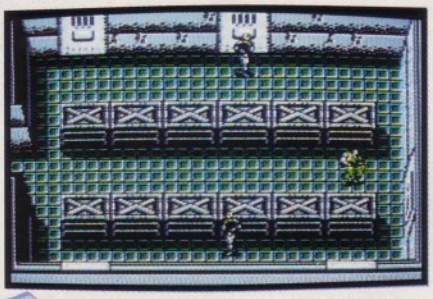
Two 'popular' problems solved!

How do I find the Rocket Launcher?

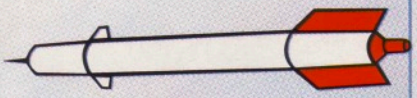


Before you are allowed to get the Rocket Launcher, you need to discover the number of yet another resistance leader, Jennifer. Then, go one room right from Arnold, call the new number, and enter the top right room using card #6.





Where is card #7?

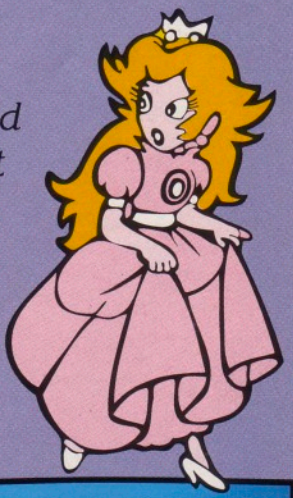


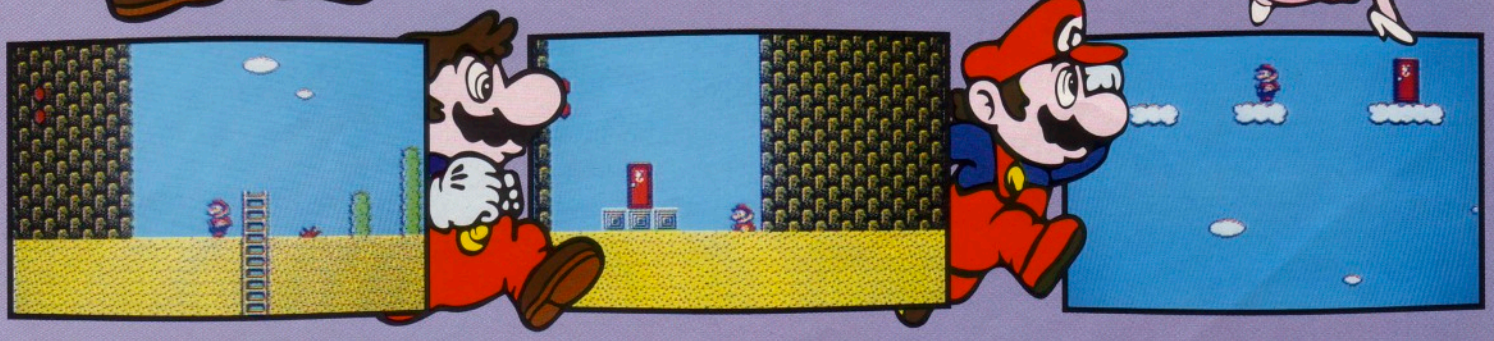
Before you can get the last but one door card, you will need to find the Rocket Launcher (not that you will find that difficult anymore!). Then, enter the room where the two Arnolds are, and destroy them with your newly acquired weapon. Card #7 will then appear at your feet.

SUPER MARIO 2 BROS.™

A number of people have noticed a door at the end of world 6-3 which is impossible to reach. It is actually an exit from a wonderful warp zone that allows you to skip most of this level!!

Here's how to reach it - At the start of world 6-3, walk up to the wall on your left, and let your character sink in to the sand. When he's all but gone, move left under the wall and repeatedly press the jump button. Eventually, you will reach a door which will lead you to the other side of the level!!





Readers Tips

If you've got a problem, and you can get through (!), then call the Nintendo Helpline on 0626 65500. Game Counsellors man the line from 3pm until 9pm every weekday (except Wednesday), and also on Saturdays from 9 'til 5. Alternatively, you can send your queries to Club Nintendo at the normal address. Also, if you have any tips for the NES, then share it with tens of thousands of readers all over Europe by sending them to the following address:

Reader's Tips and Tricks
Club Nintendo
PO Box 30
Coventry
CV1 3BR

IKARI WARRIORS

What do I do when I've destroyed the green man at the desk?

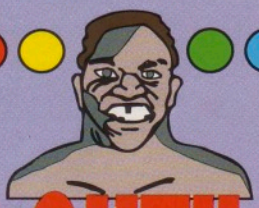
So comes the plea for help from Karl Webber of England. The answer is to look for a shadow darting around the room, which you have to destroy using a grenade. You will need to be quick, though, otherwise missiles will come raining down!

Castlevania™

To beat Dracula, you will have to keep hitting his head. Once his energy has depleted to zero, his spirit will appear, and try and leap all over you. Make sure that you have the holy water, and stand on the left side of the screen. Then hit him with your whip and the holy water at the same time.

Matthew Standbrook, England

Mike Tyson's PUNCH-OUT!!



K. Diment, also from England, has managed to come up with the following tips on beating Mike Tyson:

1. Always dodge his uppercuts - these are the strongest punches that he throws, and they could floor you with just a single contact!

2. Watch his face when he winks - the eye that he winks with indicates the side that the punch from. If he repeatedly blinks both eyes then he will throw a flurry of punches, although, if you're quick enough, you should be able to punch him as he blinks and earn yourself a star!

METROID

Here's an unusual but useful code from Matthew Standbrook (again!). Try it, and see what happens!!

JUSTIN BAILEY

SUPER MARIO BROS. 2

Here are the best characters to use on each level:

WORLD 1-1 TOAD	WORLD 1-2 MARIO	WORLD 1-3 PRINCESS
WORLD 2-1 TOAD	WORLD 2-2 TOAD	WORLD 2-3 LUIGI
WORLD 3-1 TOAD	WORLD 3-2 MARIO	WORLD 3-3 MARIO
WORLD 4-1 PRINCESS	WORLD 4-2 PRINCESS	WORLD 4-3 TOAD
WORLD 5-1 LUIGI	WORLD 5-2 LUIGI	WORLD 5-3 TOAD
WORLD 6-1 MARIO	WORLD 6-2 TOAD	WORLD 6-3 MARIO
WORLD 7-1 PRINCESS	WORLD 7-2 PRINCESS	

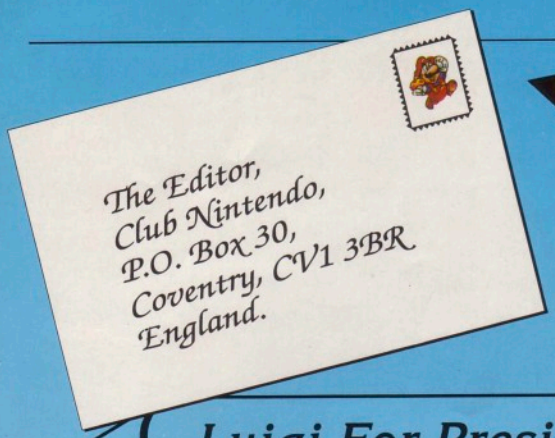
Kenji Ohsako, France

Rad Racer

During the demonstration screen, you can move the tachometer by pressing the B button.

When you have moved the marker (each time you press the B button twice, you raise the starting level by one), hold the RIGHT and UP buttons, and press START.

Alberto Nortes, Spain



Mailbag

Luigi For President!

Dear Editor
After reading issue four of your magazine, I couldn't help but notice the new controllers advertised on the back page. I would be interested to get hold of one of these new products, so may be you could give me some more details?
Also why doesn't Luigi has his own page like Mario? Doesn't he feel left out?!

N Morton
Somerset

If you check out the special section in this issue, then you will find full details on both the NES Max and the NES Advantage. So far, we are still waiting for release information on the Acclaim Remote Controller.

Luigi is a bit busy right now for his own page (and there's also a bit of a lack of space), but he will be compiling the readers favourite game lists in the next few issues.

Grateful Gamer

Dear Editor,
I suffer from epilepsy, and, in the past I have been unable to use a video type game, owing to the flicker on the screen. It has only been since I purchased a NES for my daughters, and saw how it was on the TV screen, that I have been able to use it for myself. As far as I am concerned, anyone who has epilepsy similar to myself may wish to try the Nintendo.
Thank you also for your helpline, as, without this and Club Nintendo, I would still be stuck on level five of the Legend Of Zelda! Do you have any plans to bring out hint books or something similar to help us game players with the games?

Thank you for all of your help,

Ian Taylor
Merseyside

Thank you, Ian, for letting us know about the usefulness of the NES to people who have epilepsy. At present, we have no news about any hint booklets for the NES, although surely Club Nintendo is all of the help you need?!

Membership Charges?

Dear Mario
I have owned a Nintendo for over a year now, and all I can say is 'WOW!'. Your magazine is the BEST (I like this guy - Ed)!! The section that I like the most is probably the Tips and Tricks, although Sneak Peeks comes a close second!

Now, onto some questions:
How long is a subscription to Club Nintendo? When it finishes, what will I do?
How much will the Gameboy cost when it's released?

Finally, I don't reckon that Club Nintendo should rate games, as the reviews are simply a guide.

Colin Chau
Glasgow Scotland

For now, subscription to Club Nintendo is for free, and lasts for a year (or until we notify you otherwise).
At present, there is no firm release date or price for the Gameboy, although we should be receiving those details pretty soon.

Fanatical Father

Dear Editor
My dad bought a NES late last summer, and he's loved it ever since! His favourite game is the Legend Of Zelda, and, as we are both such addicts on these sort of games, we suggest that more games like this should be brought out!
I am also very fond of Rad Racer, as the graphics are brill. So far I've been able to reach stage six.
As my last note, I would like to thank all of the people on the Nintendo Helpline, as they have done a lot of hard work for me.

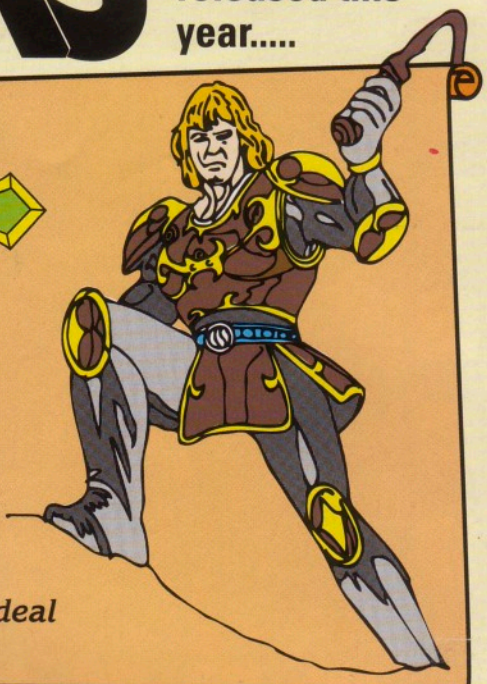
Ross Hunter
Surrey

Both you and your father, along with all of the other Zelda fans, will be delighted to hear that 'Zelda II - The Adventure Of Link' will be available from April or May of this year. There are also a number of other adventure games of the same ilk available now, such as Rygar, Metal Gear and Wizards and Warriors.

Sneak Peeks

A look at a selection of game Paks to be released this year.....

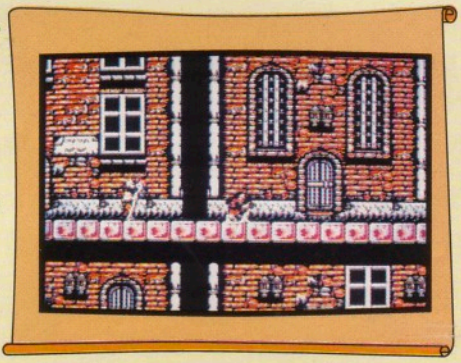
Simon's Quest™



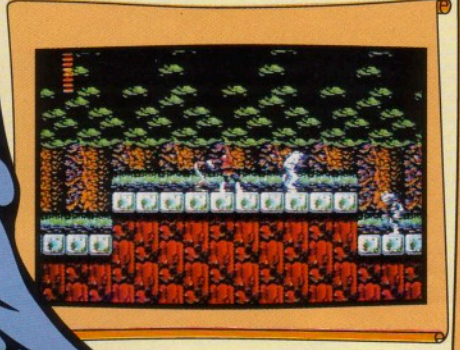
The Count's back, and he is one unhappy guy. He's put a curse on the brave warrior, Simon Belmont, which is slowly gnawing away at our hero's very soul. Simon's only chance of living is to collect all five parts of Drac's body parts, and burn them in the evil one's castle. It's going to be Simon's toughest battle yet - and possibly even his last. He'll come up against many creatures of the night, terrifying traps and deadly marshes. Even so, Simon collects everything he needs - including a great deal of courage - and sets off with hope in his heart.

So begins Simon's Quest...

Throughout his travels, Simon will encounter villagers who will give him help and advice (although some of the gossip isn't actually true). He will also come across tradesmen who sell him various items, which can be used in his fight against evil.

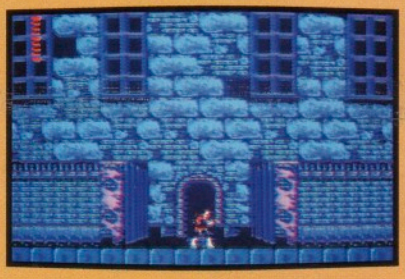


The whole of ***"Simon's Quest"*** *is based around Transylvania, so you will need to map the game as you go. There's a lot to discover out there, so prepare yourself with pen, paper and compass, and look out for the full review in the next issue.*



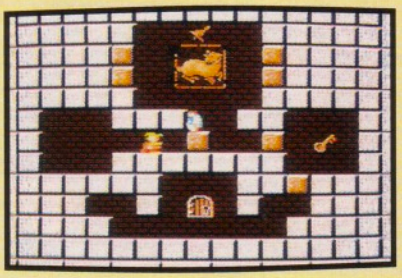
The Mansions

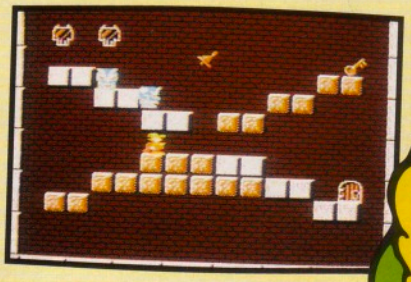
There are six mansions to find and search in "Simon's Quest", five hiding Dracula's vital organs, and the final one being the Counts house. Before you take on the count, you have to locate all of the other mansions, defeat the guardian and take the body part. Believe us, it's not as simple as it sounds.....



SOLOMON'S KEY

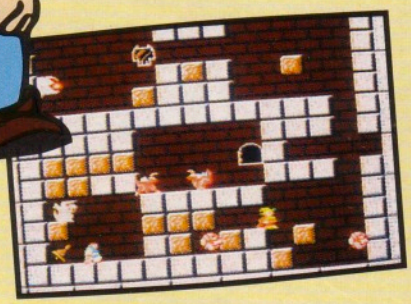
Many years ago, all of the evil demons were banished by the mighty wizard, Solomon, and kept prisoner inside a secret book, called "Solomon's Key". All was well on the peaceful world, until a toist monk discovered the book, and allowed the demons to escape. King Yutra, from the fairyland Lyrac, was afraid that the demons would again torment his people, so he sent the wizard Dana into the forbidden land of the Constellation Sign to once more seal off the demons from his world.





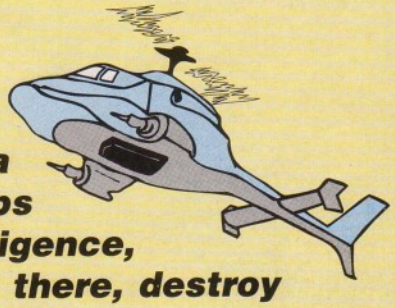
"Solomon's Key" is a unique arcade game, requiring a great deal of strategic thinking to solve many of the puzzles. The idea is to get through each of the fifty screens by building or destroying blocks with your wand, and finding the key which will lead you to the next part of the Constellation Sign.

However, while you're building your way up to the exit, you will have to avoid the many demons that linger in the room, and try to preserve your energy. There are bonuses to collect too, which will give you a small advantage for a while - watch out for the demonic signs, though.



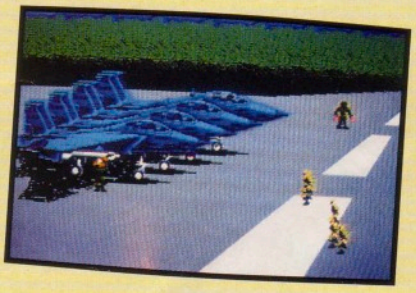
"Solomon's Key" is a wonderful game, with a very original concept, and it's also amazingly playable. Another winner soon coming to your NES from Tecmo!

AIRWOLF



Stingfellow Hawke is back - with a vengeance! Several P.O.W. camps have been located by Central Intelligence, and Hawke's been asked to go in there, destroy the bases and get the prisoners out!!

There are twenty five levels for you and **"Airwolf"** to battle through, each containing a number of P.O.W.s needing to be saved. Also, in each base there is a re-fueling symbol, and one hell of a lot of enemy planes. You's be able to cut down the enemy's forces if you can get to the control tower and destroy it.



"Airwolf" features varied playability, along with some brilliant animated film-style sequences. Fans of the TV series should check out our full review appearing in the next issue for more information on this amazing game!

BATMAN
The Video Game
TECMO
RYGAR
Join Forces With The Legendary Warrior
KONAMI
Castlevania II
Simon's Quest
ULTRA
SKATE OR DIE
TEENAGE MUTANT NINJA TURTLES
ULTRA
The relentless building block video puzzle.
TETRIS
FROM RUSSIA WITH FUN!
Coming to a
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near you
SIMULTANEOUS 2-PLAYER ACTION
DOUBLE DRAGON
• Based on the Hit Video Game
• 7 Action-packed Stages
• Multiple Score Feature
FESTER'S QUEST
TECMO
SOLOMON'S KEY
Unlock Solomon's Secrets
POWER
MAX
COLOUR
MAX
BRIGHT
MAX
VOLUME
MAX
Explosive Games!
Club Nintendo